CORRUPTION

by

MAGNETIC SCROLLS

The Gameplay Manual

INTRODUCTION

What is an adventure game? Think of it as something like a novel - except that *you* are the lead character. The computer presents you with part of the story, then gives you the opportunity to decide what *you* want to do next. You'll know when that moment has come because you'll see the "prompt" appear on the screen. It looks like this:

>

When you see the prompt, it's time to tell the computer what you want to do next. You do this by typing plain English. *Corruption* understands an awful lot, but not everything; the best way to make your instructions clear is to imagine that they are preceded by the "invisible" phrase "Now I want to...", followed by whatever it is you want to do. After you've "made your move", press the RETURN or ENTER key on your computer; *Corruption* will then evaluate your instructions and proceed accordingly.

Your aim is to win the game. What that involves, and how best to go about it, is up to you to discover as you play. All we're going to say right now is that you'll need all your wits and determination.

GAME COMMANDS

You can get a long way with simple, two-word commands like GET BRIEFCASE. (The game will respond with something like "You have now got the briefcase."). But to do more complex things, you'll need more complex commands. Let's go through some of these. Imagine we're playing an espionage adventure (and, by the way, there are no clues to *Corruption* here, so don't get your hopes up...) Perhaps you decide you want to

>GO INTO MR. HARGREAVES' OFFICE.

You can move around the game by GOing to a particular place or in a particular direction. The directions you can use are NORTH, SOUTH, EAST and WEST, and possibly NORTHEAST, SOUTHEAST, SOUTHWEST, NORTHWEST, UP, DOWN, IN and OUT. (Of course, not all of these directions are available at every point in the game; there may just be one way into and out of Mr. Hargreaves' office, for example.)

Thus the simplest way to move about the game is to say, for

instance, GO NORTH, or just NORTH or N for short. (See the section on abbreviations for more details of short commands.) Mr. Hargeaves' office is in darkness, so you decide to

>SWITCH ON MY TORCH.

Corruption recognizes the possessive pronouns, MY, HIS and HER. These are useful to make it clear which item you're referring to; for example, if Mr Hargreaves' secretary turns up unexpectedly, you might

>PUT THE POISON PILL INTO HER COFFEE CUP.

You don't want to accidentally poison your own coffee! Having dealt with the secretary, it's time to go about some serious espionage.

>OPEN THE DESK'S TOP DRAWER WITH THE MASTER KEY AND LOOK INSIDE IT.

This is a combination of two simpler commands: OPEN THE DESK'S TOP DRAWER WITH THE MASTER KEY and LOOK INSIDE IT. *Corruption* understands multiple commands; you can string them together with AND, a comma, THEN or just a full stop. For example, PICK UP THE CODE BOOK AND READ IT or GET THE BOOK THEN READ IT or just GET BOOK. READ IT do precisely the same thing. But back to Hargreaves' dastardly top drawer...

>GET THE TOP SECRET FOLDER AND THE SLIP OF PAPER FROM IT.

You *can* save time (game and real) by doing things more efficiently. For instance the commands GET MY GUN and GET THE TRUTH DRUG then GET THE CAMERA take three moves, whereas the same operation can be performed in just one turn with GET THE DRUG, CAMERA AND MY GUN. In *Corruption*, each turn is one minute of game time, so it's wise not to waste time when you're in a hurry. Well... we've got the slip of paper. What now?

>READ THE SLIP OF PAPER

In *Corruption*, you will need to prove to the game that you have found out an important fact, by actually finding it out in each game. Suppose, for example, that the combination of the safe is written on the slip of paper. *Corruption* will only acknowledge that you know the combination if you READ THE SLIP OF PAPER. The fact that you might have found out the combination whilst playing the game on a previous occasion is immaterial. Imagine that each time you restart a new game,

in your role in the plot you know nothing.

>OPEN THE FOLDER AND READ EVERYTHING THAT IS IN IT.

Most of the time, objects that contain things, such as folders, desk drawers and files, have to be open before you can refer to things inside them. In the above example, the game will not automatically open the file to let you read the contents.(If it did, you would be getting a free move!) *Corruption* recognizes the collective terms ALL or EVERYTHING and deals with them according to what it thinks you are trying to do. If you walk into a room you will be told about the things which are lying about, easily visible. Tell the game to GET ALL at that point will just get those things. If you have dropped something, that, too, will be lying around, so GET ALL will get that, as well. But there may be things hidden in cupboards. To get those, you first have to OPEN THE CUPBOARD then GET ALL FROM THE CUPBOARD. It can get complicated; *Corruption* will understand sentences like PUT EVERYTHING IN THE ENVELOPE IN THE BRIEFCASE IN THE CABINET, but you might find it clearer to say PUT THE CONTENTS OF THE ENVELOPE IN THE BRIEFCASE INTO THE CABINET. Having done that, you might want to

>REMOVE THE BLUEPRINTS FROM IT AND PUT THEM ON THE DESK.

When it is necessary to have long commands it is convenient to use pronouns whenever possible; that is, IT, THEM, HIM and HER. This can save you having to type long-winded sentences. Remember, though, IT may not always be what you expect. The usual rule is that the pronouns refer to the item or items involved in your previous command, *not* the last item mentioned by the game. There are some circumstances, though, where events in the game may affect the pronouns. For example, an important character walking into the room will be made the subject of the pronoun HIM or HER.

>GET THE FAKE BLUEPRINTS FROM MY JACKET POCKET AND PUT THEM INTO THE FOLDER.

Since you can move things around the game, you may end up with several things of the same name in the same place. In the example above there are now blueprints on the desk and some *more* blueprints which you took from your jacket pocket. If you just typed LOOK AT THE BLUEPRINTS the game would be unsure which set of blueprints you were talking about, and so it would ask you "Which ones, the real blueprints or the fake

blueprints?", to which you can respond THE REAL BLUEPRINTS,or THE REAL ONES,or just REAL. Maybe you had not realized there were two of a kind and may want to see both; then respond with BOTH. If you don't care, just type ANY.

>GET THE REAL BLUEPRINTS FROM THE DESK.

This is being extra-sure! You could have got away with saying GET THE REAL BLUEPRINTS or GET THE BLUEPRINTS FROM THE DESK; in either case, it was clear precisely which set you meant.

>LOOK BEHIND THE COMPANY PICTURE.

Sometimes objects are not evident until you search for them.

>USE THE COMBINATION ON THE SLIP OF PAPER TO OPEN THE COMPANY SAFE.

USE is a way of phrasing a command the other way around. You can USE something to do something. For example, USE THE MASTER KEY TO OPEN THE DESK DRAWER is the same as OPEN THE DESK DRAWER WITH THE MASTER KEY.

>PUT ALL FROM THE SAFE EXCEPT THE LEDGERS AND THE RECEIPTS INTO MY BRIEFCASE.

If you are dealing with a large number of objects, it's often easier to say what you *don't* want, rather than typing a whole list of items that you *do* want. Suppose the safe contained many objects you want, like gold, silver,jewellery, money and blackmail letters, but also contained valueless ledgers and receipts. Typing GET ALL FROM THE SAFE EXCEPT THE LEDGERS AND RECEIPTS is handier than GET THE GOLD, SILVER, JEWELLERY, MONEY AND THE BLACKMAIL LETTERS THAT ARE IN THE SAFE.

TALKING TO PEOPLE

In *Corruption* you have to pass on information to others, as well as collect it yourself. *Corruption* has been designed around two major channels of communication: ASK and TELL. You'll need to do both a lot, but there's little point in making efforts to communicate with characters in other ways. If you want to get information from a character, "ASK [someone] ABOUT [something]" - for example,

>ASK THE MI5 MAN ABOUT THE POLISH SPY.

The things you ASK about do not have to be solid objects ,eg. you can ASK THE SPY ABOUT ESPIONAGE .

The other channel for communication is TELL. This is more subtle than ASK, since although it takes the same form it left up to the game to decide precisely what information you reveal. For example, READ THE SLIP OF PAPER finds out the combination to the safe; so if you:

>TELL MI5 MAN ABOUT THE SLIP OF PAPER.

The game will work out what you know about the slip of paper and pass it on. In this case the game may respond: "You tell the MI5 man that the safe combination is four left, three right and six left."

You might find out numerous pieces of information about a particular object; in this case, each time you TELL about that object, the game divulges another piece of information until you've told all you know. It is important that you really do know about the object, since otherwise the game is not convinced and refuses to say anything.

In the above, if you had not read the slip of paper but had still said TELL THE MI5 MAN ABOUT THE SLIP OF PAPER, the game replies: "But you don't know anything about the slip of paper." (Of course you may know that it exists and was in Mr. Hargreaves' desk drawer, but the game does not consider that significant enough to interest anyone else in the story.)

OTHER COMMANDS

Corruption is based on information. Where other adventure games have puzzles involving the manipulation of objects, *Corruption* instead has a complicated web of who-knows-what and who-goes-where, -when and -how. You score points for the information you manage to find.

Waiting

The *Corruption* clock displays the current time in the top right hand corner of the screen. This clock advances one minute for each game turn, and in that time each of the many characters in the story have a turn to go about their business. You can use the command WAIT UNTIL to speed the progress of the plot. The syntax is "Wait until [time]" - for example, WAIT UNTIL 2:30. (A time of day is expressed as hour:minute, on a 12-hour clock.) As you wait, the clock in the top corner advances rapidly to the desired time. Nearby events can sometimes interrupt a WAIT command, so if some special event happens, *Corruption* lets you change your mind and do some-

thing else, or carry on waiting. (Note that you can only WAIT for 15 or 30 minutes, unless you are unusually patient...)

Following People

Using the FOLLOW command, you can follow characters in *Corruption* providing you are physically able to move in the right directions. When following someone, the prompt changes from the normal '>' prompt to '(following [name])>', where [name] is the person you are following. While following people, each turn takes a full move, even if the character you are following is stationary. This is because you are effectively waiting for them. If you press the return key while the follow prompt is displayed, the game will advance one minute and you will move one step after the person you are tailing. Any other command terminates the follow mode in favour of your new instruction - but beware; you might lose sight of the person you are following.

SPECIAL COMMANDS

To make things easier, a number of special single word commands exist to alleviate typing.

INVENTORY This command gives you a list of objects that you are carrying.It also describes any clothes you are wearing.

AGAIN Sometimes an action needs to be repeated, AGAIN recalls the previous command typed. This is especially useful to continue waiting after an interruption.

SCORE shows you how well you are doing. In *Corruption* the score is based on how much you have found out. You do not necessarily need a full score to win the game.

VERBOSE/BRIEF/NORMAL These three commands alter the amount of descriptive text displayed when moving from location to location.

In VERBOSE mode the room description is always displayed even if you have been through the room before. (This mode is recommended for beginners).

BRIEF, however, is the opposite; you *only* get the name of the room - no description The only way to force a description is by typing LOOK on its own.

NORMAL, is the default, displaying the room description the first time you enter a room, but not for subsequent visits.

QUIT When you wish to stop playing, QUIT finishes your game. You are given a choice of whether to restart a fresh game or to exit the program. Restart forgets the game you are currently playing and starts again.

ABBREVIATIONS

Some words are used frequently enough to justify a single or double letter abbreviation:

get.....G	drop.....DR
inventory I	look.....L
examine.. EX or X	with.....WI
pronouns. PN	from.....GF
north..... N	east.....E
south.....S	west.....W
northeast. NE	northwest.....NW
southeast. SE	southwest..... SW
up.....U	down..... D
out.....O	

ADVICE FOR BEGINNERS

If you have never played an adventure game before, please remember that there are limitations in what you can say and do. If you are having difficulty trying to express to the machine what you want to do, try saying it another way - the game possesses a large but nevertheless limited vocabulary. Observe the following helpful tips:

1.Get to know your way about the game. You will not be able to visit all the locations at first; some may be discovered later, as the plot unfolds. Even if you have a map in the packaging, draw up a more detailed one marking the locations of important items for future reference

2.Try to EXAMINE as much as possible. Some clues are more subtle than others.

3.Before playing, make sure you have a formatted blank disk handy to save games on. Save the game frequently, especially if you wish to try out something reckless. Saving the game does not cost a move, so in places where timing may be essential save a copy of the game at the start of the problem, just in case you make a mess of it.

4.Try to find out what people are up to in the game; you can FOLLOW them, or just hang around to see what they do. Try ASK-ing them about each other to find out what their point of view is.If they do something unusual or interesting, make a note of the time and location so that you will be able to catch them again.

5.Read the packaging very carefully as it contains some vital clues.

Good Luck!

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Cypheric Hints

How to use this section

The Cypheric Hint section lets you get hints for *Corruption* without seeing the answers to questions you do not wish to know.

If you can't solve a puzzle, or if you just do not know what to do next, scan the list of questions until you find one which resembles your problem. Then, at the prompt, type:

>HINT

The computer will respond with:

Please enter your hint:

At this point you type in the letters **between** '<' and '>'. The computer will then decode your hint. If you have not typed in the correct letters the computer will respond:

Sorry, please try that one again.

A "+" sign after the answer means there's more to come. Please type in the next hint.

The first hint is usually a gentle nudge in the right direction. The last hint may be the complete solution to your problem.

Cypheric Hints

Who is the list of early bookings for?
Who wants the pension fund results?
Who needs the information on the Busey deal?

<RA AK HD AT YT KS YB KT YR KA PY KC HE BC>

<RA AK HR AF HQ KQ YY RH GH AY HS KS PT RC PK CK RA PR RK PB RC PE RB GB YM KR YM KG HT EG>

The Serious Fraud Office want a disk. Where is it?
My partnership agreement is missing. What happened to it?
Mr. Rogers asks Mrs. Stubbs to write a cheque. What's that about?

<RA CG GY AH YH RY PM RE GE CM GK AY HG AQ HK CK GC RC PG KR YM KG HG YM RB YQ AR YR GH AY GG CR GG AK YP AP HG AY GC CM PC RC>

<RA PY RG YP RK PC RK PM CM YP CT YQ CQ PQ RM PK RA GA KC GA KM GM KM HK MD>

<RA AY HG AH HY KY PH RF PQ CQ GF CA HH AP HE AA GA CR PR RK PM RF GF CG HP CA PA RP PD RY YH KP YS RT YM AK AM>

<RA AK HD AR GH RH YY KG YQ KG PK CK HS AY GG RG CM HB KH HH YR KS YD RF YF KC YE RQ PY RG YR AR GG AY HD CE PE GS CC HK AC YM CA>

<RA CK GQ CG HG AE HH AB YB GQ CF GS AB GM CP HG CF PF RB YM KR YB AB PM AB YB HK AQ HR AC HF AA YA GY CS GD CB PH YD>

In the board meeting, why can't I vote?
Why does Mr. Rogers go alone to see the Serious Fraud Office?
Why won't Mr. Hughes let me in to his meetings?

<RA AK HD AT YT KK YC KK PA RT PG RA YP AP HY CA GR RR YR RG PF KB YT RS PB CH HF>

<RA CC GE CQ PQ KE YG KY PQ CQ GM AB HS KS PT RB PK RE PH RB PE CE GF CD GP AH GY RY YQ KK PC CE HG>

<RA AG HE AF GM RS YF AF GM CY GP AG YG RK YK KR YH KP HP AC HK CA HG AY HG AT YT RA PE KM PB CB GS CD HF CS PS RQ PK KH GT DG>

<RA AT HH CP PP RQ PM KD YT KG HA CK PK RH PP RH PB CB GK CS HF CM GE CC GB CH GC RC PT RB YF KQ HQ CY GS AB PG HP>

<RA CD RR AH RY CG RT GT PB HD KD CB RA CR PR GC PF GC YP AS RT>

What does Mr. Rogers do in the cubicle?
What am I looking for in Mr. Hamil's flat?
What was Rod Seyton's involvement with the Busey deal?

<RA CF GC AR YR RY PM RQ YE AE GH CT HD KD PB RA PT RG PD CY PF>

<RA CD RP CD RG GG PH HY KY CH RF CQ PQ GS PK HA PK GS PP GK YG AT EP>

<RA AK HD AT YT KM YP RA YK KC PP RS GS CK HG KG YH AH HR AM HK CA GC CB GH CP HC KS HS AC HF AC HM KM YP KS PF RG PP RH GH CE HQ KR QP>

<RA CY GG CC GF AD HT KT AK GH RB GB YM KR YY KG PR KH HH AY HS AB GQ RR PS>

The security guard won't let me in to the computer room, why?
I can't find Mr. Rogers. Where did he go?
What happened to Rod Seyton?

<RA CB GS RM YT AT HB KB YM RE YD RR GR CB GT CG PT HG>

<RA CT PT RS PY RD GQ AE YE KK YM KR PY CY GG CF HM AY HG CR PQ YR>

Why won't Mrs. Stubbs let me use the phone?
Why won't Miss Jenkins let me use her phone?
Mrs. Stubbs won't let me look at the transaction file, why?

<RA AK HD AS GT RF YS AS HR AA GY RY PB RG PR CQ KR>

<RA AR GH CP PP KM YR RA YY AY GY CS HM AE GS RP GP PY KC YM AM HY AG GR RR YC KF HF AM HR KR YD RB GH BH>

<RA CK GQ RQ PY KH HH CE GA AR GG AK HC AS HQ KQ PD RK PC RE GE AD HK AC YC KB PQ RR GY AH YH RY PM RE YS KB HH PH>

How do I shred the transaction file?
When can I search Miss Jenkins' new handbag?
How do I get the perfumed letter?

<RA AG HH AE GQ RQ YF KA PK RS PC CC RD PR KH PR CR RE PM RK PE RH PB KQ HQ AY GC CE PB KD HD AR HQ KQ YP KH PK CK GQ CS GQ CY GC CK PM EK>

<RA AP HQ AF YF KY YG KH PA RR YH AH HE CQ PQ RM YF AF PE AE PR AR PR CQ YS>

Why does Rod Seyton steal the folder from Mr. Rogers?
Why are Mr. Park and Miss Jenkins arguing over the folder?
What does Mr. Rogers get from the Volvo?

<RA CT HS KS YF KC YE KD YT RQ PR KH HH AF HG CK PK RY PQ KT PM KF HF AP HH AP GG CF GA CG PG KA YT RS PR CR RB YM AK YK HD CT GF CH GP AA YF SB>

<RA AK HD AT GQ CF PF RG YK AK HR AQ YQ KM YD KM YP KG YH RA PT KS HS AK HM KM PF RH PP CP GR CM GH CY GG AR YQ AR>

<RA AK HD AT YT KB YF KB YC KR YK RY PQ KE HE AF HS AF GQ AB HS CF PF KG YB RS GS CY GK RK PS RP YA KT YS KB PM CM GF CQ GM CH GE CC GH RB DB>

What is the significance of the cassette?
What is Mr. Rogers' notebook for?
Why is the policewoman so interested in Mr. Rogers' tape recorder?

<RA CS HE KC HC PP RD PQ RF YD RE GE AS HB AQ HK CH GY AC YC KA YD KA HA AB HC CY PY RA YR RH PE RC PK KG PK CK GT CD GT AS HK AM HS CF PA SK>

<RA AK HD AR GH RH PQ RF PQ KE YH KB YE AE HG AH GR RR PG RY PG RT GT CD GB CC HR AA HK KM MK>

<RA AP HD AC HK AQ HR AA YA RG PH RB YD RE GE AH HT CD PD RS YE RS PB KQ PE RM PF CF GB CG HR KR YD KY PC RB PD RT YQ AQ HE AM HQ AG HF AA HG KT FP>

Why did Busey sack me? It was a lot of fuss over nothing.
Where did all those paper clips come from?
Why is the share certificate in my name?

<RA AT HH CP PK KH YP AP GC CK HG CG GB CH HR AD HF AY HG KG YC KF PD CD HR AM GE AS YS RS YB RM PT RC PA KP YH RR GF MA>

<RA CR HP AH HB KB YC KG HG CP GQ CF HG KG YH RK PC CC GF CA PA RY PG RE PF RY PK CK GQ CS PS KK YQ RF YD AD HT AK GK CB GG AF HQ CT HM KK TA>

I shouldn't drive in my state, but which one is my car?
How do I get in to the cars?
I covered up for Inspector Goddard. Where's my pay-off?

<RA AK HD AT YT KY YG RF GF CB GG AR YR RC PT RD GD PF GP YK AK HS CF PF RG PT CT HA AE GM AB YB RB PG RK PE RM YF AA RF>

<RA AK HQ KQ YD KT PS CS GK CM PM KF YC AC GR CS GB RB AB HG CR HH AR HS AB YB KG PR CR HC AT HD KD CM GR CT HE AA YQ HG>

<RA YK RH YE'AE HS CE GM CQ GA CT GG CA PA KK YD KT HT CF GG CT GS CY HR CH PB MD>

What about the floppy disk?
What is the significance of the sales charts?
What can I learn from the receipts?

<RA AY HG AH HY KY YA KE PQ RP GP AG HE AM YM KQ YB KQ YK RC PE KQ PB CB GK CC GR CY GG AR GH RH PA RT YQ RB YD AY EH>

<RA CF GC AH YH RK PC RA PK CK HA AB HS KS PE RM PT RD PR KR PC KY HD YF>

<RA AP HD AC HK KK YT KH YB KS PK CK GS AF YF KP YM RT YM KP YS KM HH KH YK RC YR AR GY CM GE AS HB KB YD KR YC AC HB CD PD RQ PK AQ TT>

<RA CH GE CC GR RR PM KE PQ CQ HD AK HQ KQ YY RC GC CP GH CF GG CT GS RS CE GP AH HP KP AG HB AK GK CD GR CQ PQ HB AS HF CQ HT AA GK AS YP GQ>

Why can't I park my car on the zebra crossing?
What's stopping me from killing Mr. Park?
What is insider dealing?

<RA CT HS KM PT CT GA CD GA CR GY CP GE RC SC>

<RA CC HY AT YT KB HB AK HR CY HQ AF GD RD PR RP GP AM HR CA PA RK PQ RR GY AH YH KK YC KS YK KC PG RY GY CE GM RK AB>

Why am I stopped for drunken driving after lunch?
Why do I keep getting thrown off the bus?
I keep getting arrested at around noon, why?

<RA CD GR AH GY CG GT RT YS KY HY CH GF CQ PQ RY PD KE PE RM PT KS YY RA GF YB>

<RA CT PT RY PD RP YK AK GS CY HG KA PY RG GG CF GA CF GC CY GG CT HS KS YD KY YH AH GR CM PM RF PC CC HB AG GY RD KK>

<RA AK HD AT YT KA YF RS YS KB YQ RE PA KY HY AE GM AT GS RS PE RM GM CQ GB AD HR AQ HD KD YP KS HS AQ HM AH GR CA PA RT PG RC PF KD YC KA PK RS PY RD GY DM>

How do I turn the alarm on?
How do I get in to Mr. Rogers' office?
How do I remove the handcuffs?

<RA AT HH CP PK RB PK CK GD CS HQ AF YF RM PR CR GP CM GK CA PA KK YD KT HT AY HG CF PA FD>

<RA CT HS KM PT CT GA CF PF GP CM HT CM PM GA CR GQ CA GT CG HK KP HP AG HY CC GM RM PF KD YS RM PE KS HP FE>

Why can't I get to the top floor of the hotel?
What's so special about Le Monaco's kitchens?
Why won't the bouncer let me in to the party?

<RA AK HD AT YT KK YR KQ YM KS YB KR YA KF PM CM GQ AT HD KD YK KS YT KA YF KT HT CM GR CB GS AT HC AB HH AC YE QG>

<RA CS GF PA RC PS RC YB AB HP AS HY CR HH KH PC RT PB KD HD AR GC RC PB KQ HR YE>

<RA AK HD AT GA RA PB RT YE KM HM AQ HR KR PA RF PY RQ PB RS PP KA YR KC HC AY HP CA GT CG GB RB YD KK YC RP PH CB DM>

Why is my wife so horrible to me?
Why doesn't my girlfriend ring me about the party?
Why did Miss Floyd jilt me at the altar?

<RA AP HQ AF YT RM GM CP GS RS PC RF YB KS HS CM GP AG HE KE PD RP PF RQ PK RM PE CE GM CH HR AA YF MA>

<RA AG HH AE GQ RQ PK KC PR KH YE KQ YF AF KY YG AG KM YR KQ YM KT YH AH GP CS HT AA HD KD PE RG PY CY GP AC GP CM HD AT GM RK YH>

<RA AG HE AF GM RM PF RC PK KG HG CK GD CT PT RS PY CY GQ CR PR RH PT KD PF KM GR HG >
<RA AY HG AH HY KY PH RF PQ CQ GG CY HH CY GG AR YQ. FS>

<RA CG GY AH YH RY PM RE GE AE HH AR GC AK GH CP PP RS PY KR GM BA>

Barbara has gone in to labour. Help!
I'm fed up with my beard. How do I shave it off?
My tongue feels hairy after last night. Any advice?

<RA AT HH CP PP RS PB RS PT CT HM AR HB AS YS PQ PF KD PR CR GS CY HH KH PC RA YK KC PP CE PK FB>

<RA AP HD AC HK KK PG RE PF KB YC KE YB AB GQ CK GR AR YR KK YM KF HF AE YE RS PD KH YT RQ GR CT>

<RA AT HH CP PP RA PC RE GE CB GS AT YT RS PR RM YT KD HD AM GB CG GM RM YF KH YP AP GP CQ GM AB HR AK HG CF PA RM>

<RA AG HY CH PH KY YM KE HE CD GP CY HY KF HF CD HT AQ YQ KY PH CH GE CC PC RA PF RM GM AT HC AA GH CP PS EG>

How do I crack the safe?
How can I tell if my phone is bugged?
How do I get past the high security door.

<RA AT HH CP PP RQ PM KD YT AT GS CY PY RR PA KK HK AR YR RH YY KG PP RQ PK KG YK KQ PQ RF GA PK>

<RA AG HY AP GC RC PB KD HD CB GA CR GQ RQ YQ RF YM AM HP CG PG RB PH CH HY AM HE KE YQ KY YP KE HC KT>

<RA CF GC AH YH RY YG RR PQ CQ HE AG HY KY YH KE YF KY HD QH>

What is Miss Floyd doing with Mr. Park?
Why won't the nurse leave me alone?
Why did the traffic warden give me a ticket?

<RA AP HQ AF YT RM GM CA HR CH HY KY YH KT YA KF YT AT HC AK GH RH PD RP PC CE FQ>

<RA CK GQ CR PY KH HH AM HE CQ PQ RP PH KK HK CG GY CG PG KF YC RK GM SB>

<RA CK GQ CR PY KH HH AA HE AP HE AA GG RG PE RM YB AH YD>

Why won't they let me leave the high security wing?
Why are they keeping me in the village?
Why can't I just discharge myself from St. Lawrence's?

<RA AT HH CP PP RY YA KR HR CH HY AQ HG AQ YQ RF PA RK PC KP HP AD HF CS GB AM GD CS HT AA HE AC YE KG>

<RA AK HD AT GA RA YG KB YH AC GR RR PT RD YB AB RC CF KQ HQ AG HY AP GR CA PF SH>

<RA AK HD AT GA RA PS RK PP RQ YE AE HP AH GY RY YC KF YP KH YT KG YY AY HG AQ GB CS PS RY YG RP GS FE>

<RA CD GP CD GG RG PH KY HY CH GF CQ PQ RF PP KP PG KF HF AD HT AS YP FR>

<RA AY HG AH HY KY PH RF PQ CQ GH CP GG CF GS CD GA RA PP RQ PM KB PD CY GD>

<RA AA GY CG HP AH HB AD YD RB PG CG GR CA PA GS AE YC AC KR YK RY PQ KB HH RF>

<RA CD GR CA PA RE PC CC HR AS HB KB YM KE YQ AQ HK CC HR CH GE CQ GF RF YM KY YG AG HB CB GS AE HF

CM GP CS GM RM YF KH YP KY PH KK YC AE QG>

<RA AG GR CK HK KK PA RB PS CS GE CF GA CK GR CY GG RG PH KK YQ RF PA RK GK AS HY CG HR KR YS KB YT KS HP BG>

Where did Jenny leave my clean shirt?
I've got a terrible hangover; where did I leave my things?
Where did the nurse put my belongings?

<RA AT HH CP HC KC YY KF YC RR PS RB YQ AQ HM CB GS RS PK RM GM AF HH AP YP GG YC AC RP PD RP PF CA GH>

<RA CR HP AH GK AS GT CC GB CH GC RC PK RB YQ KF HF AG GK RK PS RP GP CD HF KF YC KE HE CQ GP CH PH RK PC RR YH KE YQ KF HF AS HD AF HG AT HD CB PH BK>

<RA AT HH CP PP RS PB RS PT CT HS AY YY KM YP KG YY AY GH CF GQ CH PH RE PT CT HA AE GM RM YS KD YY RH GS YG>

<RA YK KQ HQ CE GF CR GA RA YK KD YT KK HK CP GM AF HH KH PE RA YR AQ YE>

<RA AR GH CP PP KG YE KM HM CM GP CE GP CD HQ KQ YB KT PM RE GE CF HS KS YD AD HE AA HF CM GQ CY GD CT HQ KR ST>

My parachute's caught on the first aid kit. Help!
I can't escape from the ambulance. Help!
I'm in the boot of a car with my limbs tied. Help!

<RA AY HG AM HR CP GH RH YY KM YE AE HS AD HY AH HG AA HR KQ PC>

<RA CM HE AY GY RY PS KB PD CD GR CQ PQ RS PD RC PB RK PS RD YF AF GS AB GM AB HG CY GD CB GC CE GB AQ YR YP>

<RA AA GT CP GY CE GF AS YS KD PF RQ PR CY HH KH YA KC PY RM PP RD PY RP PC RS PB CB HQ CE HS AB HS CT HF AQ HM CB PB KC YK RA GF AB>

Where is the real Mr. Davis?
Where did Rod go after he left the high security wing?
Where did Mr. Hamil go after he dumped me at his flat?

<RA CB GC AY YY KA YR KC HC AB GQ RQ PF RP YP RG YF AA PB>

<RA CB GS RM YT AT HC AA GH CE GC CH PH KY YM KE HE
AA GA CR HG AH GY CQ GK CM PK QK>

How do I escape from the cell?
I'm stuck on the top floor of the hotel. Help!
How do I get through customs without my passport?

<RA CM HE CD HB KB YF KC YS KC YF RT GT PK RG CT GB
CK GB AC YH RR GR CT GD CS GT RG ET >

<RA CG GY AH YH RY PM RE GE CK GC AB YH KB>

<RA CG GY AH YH RE PA KR PG CG HP AQ HY AD HQ CB PB
RF YD KP YF AF GM CY GG RG PF RA YK KC PP KR YD KT
PF CF HD AP HD AC YE YQ>

<RA AK HD AT HG KG YA KR PC CC GF AQ GE RE PT RB YQ
RE GC QR>

How do I get in to the casino?
How can I retrieve my passport?
Who stole the floppy disk?

<RA AY HG AM HE AY HA AR GG RG YA KB YT RS GS PA RP
CS GD CA GD AR YR KY YP RR PA CA HT AH GP KD BY>

<RA AP HQ AK GP RP PM KF HF CM GR RR YC KT YD AD GQ
CM GP AG HY CA PF AD>

Can I avoid the interview?
Should I confront Mr. Park?
Can I trust Mr.Hamil?

<RA AT HD CE PP CP GC AK GA RA YT KH PP CP HK AS HC
AS YS KE YM AM HC AB HK AB HS AT YG CT>

<RA AT HH CP PP RS PB RS PT CT HS AY YY RH PG RQ PA
CA HK AQ YQ RE PG RY GY AY HS AC HB AQ HF KF YE RQ
GQ AB HG AM HE KE PQ RY PE RM GK SF>

<RA AK HD AT GA RG YR KA HA CK GD CT PT RH PB RK YS
AS HY AD HT CM PM KS YR KM HM AT HB AH YH KF YQ KG
PG CG HF AC GK RK PM RR YY AD BB>

How do I cover up for Miss Floyd?
How can I avoid being arrested during the interview?
How can I convince the police that I hardly know Mr. Hamil?

<RA AK KC AS KC HC CR GS CB PB RC PE KD PD RT PM KF
YC RP GP CY PY RK PC KH HH CE GF AD HY CC PE PT>

<RA CC GP CD HT CS PS GA AY YD AD RF PC RH PP KC PY

CY GP CS GT RT YS KR YA AA HP AD HE AF HG AT HD KY QF>

<RA CC GP CD HT CS PS KT YC KK HK AG HH CR HH AP GG AP HH KB RH>

<RA CC GP CD HT CS PS KT YC KK HK AR HP AR HD AB HT CE GH AY YD BB>

<RA CC GP CD HT CS PS KT YC KK HK CG GE CF HD AT YT KM YE RS YT KA YH KE YD KS PT RD GY QA>

<RA CC GP CD HT CS PS GT CB HF AG HP KK PG CG HG AE HA AF HQ KQ YB KG YT RE PM KB PQ RM YF KG YB KH HH CC GB AD HK KK AT GQ RR GR PS KB YE KG YY RC GE EE>

<RA CC GP CD HT CS PS KT YC KK HK AB HS AT HF AQ GT AM YK DA>

<RA CC GP CD HT CS PS KT YC KK HK CH GP CA GR CD HD CB HQ KR RQ>

<RA CC GP CD HT CS PS GT CB HF AG HP KK PG CG HG AE HA AF HQ KQ YB KT YR KT HT CS GY RY CC GT CB HM CM GR CQ HE AH HP CC HG>

<RA CC GP CD HT CS PS KT YC KK HK AR GC AR HA AS GS AT GM RM PR RQ GQ AY HS CB HM KM YH KE YT KD HY CB>

<RA CC GP CD HT CS PS KT YC KK HK AA HE AD GT CK GC CE HQ KR RQ>

<RA AK HD AS GT RT PA KP YS AM GF RF YM KY YG AG HB AH HM CP PP KK YR RD GD AB HG KG YP KD HD AR GC RE QS>

Why can't I get in to Mr. Hughes' office?
How do I get in to Miss Floyd's apartment?
How do I open the wardrobe in the honeymoon suite?

<RA AK HD AT YT KS YY KS PE CE GG CH HR KR YK AK RS PD RA PR CR GT CH GR CF PA MK>

<RA AP HD AC HK KK YQ KS HS CT GC CK HG AY YY KC YA KF HF AD HT KT YH RH PP RS PB RD GD AQ HY CH GF CC HK CA PA KK YD KT HT AY HG CF PA CY>

<RA AT HH CP PP RA PC RE GE CY GS AQ HF KF PM RY PG CG GR CM GH AY YY KA YC KY YT AT HQ CY PY KC YS KK YA KT YG KA HQ MQ>

<RA YP KD YC KK PA RB PC RE PB CB GF CY GP AG YG KR YA RK YP KH YP KS HS CT GC CK PK RA PE RA YY AY HP AS HT KT PS RR PA CA GH AK HR AB HS KP PP>

<RA CE KE AM KK HK YA HE YA GY RY AR KD CB RA GA
PP HC YK HA YT GS RS CF RE AS KT HG GG>

Where did Mrs. Stubbs put the ledgers?
Who stole my gold Rolex?
Where is the document hidden?

<RA CB GT AE HM KM YQ AQ HD AP HD AB YB KK YQ KK
YE AE GS CY HG AT HS KS AA GY RD GD PK KC YH KF YQ
RB GE RE PA RH PA RT PM RE GC BE>

<RA CT HS KM PT CT GA CF PF RH PE KD HD AB HS CF
GR RR PC KP YY RR PA KY HD TD>

<RA AT HH CP PK RB PK CK GM CE GM CF PF RE GE AD
HE CS GB AE HQ CT GA AH HP CC PC KR YM AM HR CR GA
CF PF RG YP AS TQ>

How do I get to see the manager of the casino?
Mr. Park is hiding in the casino. How can I see him?
Why is the man from the Serious Fraud Office in the casino?

<RA CB GS RS PY RD PA KT HT CM GE CM HT KT PT RD
PP KP YE KM HM CS GK AA HB KB YF KG YT KB YH KR YD
KS YC AC HR AD HM AD HR AH GP CE HQ AY HG CK PM
PF>

<RA AA HD AS GK RK YA KB YS AS HM AQ HH AP GA RA
PH RT YQ AQ HM KM PS RR PD RA PR CQ MR >

<RA CD GP AA GK RK PC KG YY RA YT RS PR RD PY RR
GR AD HT CS YY FB>

<RA CC HY AT YT RS PR RA GA AK HC AS HC AK GH RH
PG RR PM KE PQ CQ GB AM HE AQ HY CH PB GD>

The Gamblers' Casino Companion

A Guide to Popular Card Games of Chance & Skill

Trente et Quarante

Simple enough, like all casino classics - but fortunes can be lost as well as made. The rules are simple. Cards are dealt in two rows, red and black. If the first card dealt is black, the dealer continues dealing cards to the black row until its total value is equal to or greater than thirty-one. Face cards count ten points, aces count one. She then deals the red row in the same way. (If the first card was red, then the red row would be dealt first.) The winning row is the one whose total is closest to thirty-one. If both rows are the same, the bank takes all bets.

You bet on the row you think will win. You can bet on RED or BLACK, or on COULEUR (where you bet on the row which is the same colour as the first card) or INVERSE (the row of the opposite colour to the first card).

The normal way to place a bet is to say

>BET (X POUNDS or CHIPS) ON (RED/BLACK/COULEUR /INVERSE).

Winning bets pay evens (i.e., if you win, you get your stake back, plus an equal amount.)

Example: You

>BET 10 POUNDS ON INVERSE.

The first card dealt is the six of Clubs (a BLACK card); this means that you are betting on the RED ROW. Dealer deals 4, 9, Ace, King and 8. Total for the BLACK row is 38. She then deals Queen, 9, Ace, 4, 8 to the RED ROW, giving it a total of 32. The RED ROW is closest to 31, therefore you win £10 plus your original stake of £10 making a total of £20.

Blackjack

This is named after the "Black Jack" - the combination of a face card (worth ten) and an ace (worth eleven - or, under certain circumstances, worth one). You are gambling on whether you can get nearer to a total hand value of twenty one - without exceeding it - than the Bank (that is to say, the dealer). The dealer gives you your first card. You place your bet. The syntax is:

>BET (X POUNDS or X CHIPS).

You then get a second card. This is the minimum hand with which you can play. If you are happy with this hand, you can now "Stick" - in other words, decline any further cards. You do this by typing **NO** or **N** or **STICK** or **S** when the croupier asks if you want another card. The croupier at this point, or whenever you do "stick", will show her hand. If your two cards add up to less than 21, you should now consider whether "twisting" - asking for another card - is likely to bring your total to more than 21. If you have, for example, two tens, or a ten and a King, then drawing another card is likely to push you over the limit, in which case you have "bust". (Note that, in these circumstances, you are allowed to count an Ace as equal to one rather than eleven. You needn't worry about this as the computer calculates the best value for your hand if you have an ace.)

If, on the other hand, you want another card, type **YES** or **Y** or **TWIST** or **T.**

The game ends when you stick or bust, or when the croupier busts. You win if you beat her, or if you are still in the game when she busts. She wins all draws.

If you win with a Black Jack hand, the payout is 3 to 2 - that is, £5 for every £2 you bet (because you get your original stake back, too). Everything else pays evens.

N.B. Some Casinos recognize another form of winning hand, where the Player holds five cards and his total still remains under twenty-one, called a 'five-card trick'. Pay attention to the house rules of your casino.

Baccarat

Everyone gets a chance to be a star in Baccarat, because it's played by one of the players at the table, against the "Bank", or dealer. House rules vary as to who can be the Player; in Casinos populated by dedicated gamesters, the casual visitor has little or no chance of becoming Player, so might as well simply take his place with the rest of the table.

The Player takes the "shoe", which holds the cards. The betting is on whether the Player or the Bank will win, so the first thing to do is

>BET (X POUNDS or X CHIPS) ON (BANK or PLAYER)

Both Bank and Player are dealt two cards from the shoe, face up. They add up the values of their cards (aces count as one, face cards count as ten), then knock off the first digit if the to-

tal is ten or more. For example, if the Player is dealt a 5 and a 4, his hand value is 9; if dealt a 7 and a 3, the hand value is zero; and if dealt a Queen and an 8, the total value is 18 so knock off the '1' giving a hand value of eight.

This particular hand value, called a "natural", is an immediate winner. So is a hand value of nine. If there is a draw, neither the Player nor the Bank wins; the casino takes all the bets on the table.

If neither player has a natural and there is not a draw, play now continues. The rules are strict. If the Player's hand was 5 or less, he has to draw another card (let's call this one "C") and recalculates his total. If, alternatively, his hand totalled 6 or 7, he must stand - that is, he isn't allowed any more cards.

If the Player had to stand, the Bank then follows the same rules; in other words, if she has 5 or less, she draws another card, if she has 6 or 7 she stands.

If, on the other hand, the Player drew another card - the one we called "C", remember - the Bank follows a different set of rules:

(1)If the Bank's hand is seven, she **stands**.

(2)If the Bank's hand is two or less, she **draws** another card.

(3)If the Bank's hand is three to six inclusive, then what she does depends on the value of the Player's card "C", as follows:

(a)Bank's hand = 3; stand if C=8, else draw.

(b)Bank's hand = 4; stand if C = 1,8,9 or 10; else draw

(c)Bank's hand = 5; stand if C = 1,2,3,8,9 or 10; else draw

(d)Bank's hand=6; stand if C= 1,2,3,4,5,8,9or10; else draw

At the end of this process, the hand values are recalculates, and the highest one wins. The casino takes all bets if there is a draw - that is, neither Player nor Bank wins. If you bet on Bank and it wins, the Casino takes five per cent of your winnings (calculated to the nearest pound) as commission.

A winning Baccarat hand pays evens, like Trente et Quarante.

General Notes

The house limit in the City's casinos is usually £100,000

Most chips are worth £10; but you can receive smaller-value chips in your winnings. If you want to use these to bet with, you will have to calculate the value and: **BET X POUNDS,** but watch out- there may be a minimum bet.

The *Time Off* InfoFax Guide to Business Entertaining

Part 4: The City of London

A L'ECU D'ILFORD

21 Dog Street EC1

The "Ilf", as it's popularly known by its devotees, brings a breath of East London to the high-pressure world of the City. Patronized heavily by aggressive Eurobond dealers from Romford, the "Ilf" specialises in such local delicacies as Pie 'n' Eels, Eeels 'n' Mash, Pie, Mash 'n' Eels and, for the connoisseur, Mash, Mash, Eels 'n' Pie. About £2.79 for two, including tea (twice).

AREOPAGITICA

125 Bell Alley, EC4

A tiny, charming restaurant in the diamond district of London, Areopagitica specialises in genuine 16th Century English food. It's always crammed with prosperous-looking diamond dealers tucking into dishes like Lamb Stuffed With Fresh Crab, Baked Oyster Pudding and Lobster Tart. Drink Sack or Porter with your meal for that authentic taste. About £40 for two.

BIG BANG BURGER BAR

32 Back Street EC2

The Big Bang was named, not after the deregulation of the financial industry in 1986, but after a fictional restaurant in *The Restaurant at the End of the Universe* which was to be found at the very moment of creation. Some may say the hamburgers here are prehistoric and the atmosphere is certainly heavy on methane, but a loyal clientele of currency dealers meet here every lunchtime to drink, shout and boast. If conspicuous consumption is your scene, this is your place. £15 for two.

CHEZ DEMETRIOU

99a Topsider Villas SE18

Though this restaurant is way beyond the City boundaries - in deeply unfashionable Woolwich, in fact - it is considered one of the finest in London, and patronized by City grandees. Demetriou himself, a large and invariably foul-tempered Cypriot, presides over a rigid and inflexible regime. Though the food is undeniably good, Demetriou has been known to beat customers to a pulp for requesting salt or pepper, and appears to believe that the word "host" is derived from the word "hostility". If you can face his contempt, expect to pay around £120 for two, including wine (which he chooses for you).

ETON MESS

1 Wilmshurst Street EC2

Something novel here: based on the popular restaurants with waitresses dressed in schoolgirl uniforms serving school food, the Mess however has waiters dressed as schoolboys. The food is merely passable but attracts a loyal and distinct following of female personnel managers and plump elderly gentlemen in the shipping business. If you don't eat your pudding - the famous strawberry "Eton Mess" is the best - the Head Waiter canes you mercilessly in front of the diners. The personnel managers always eat their pudding. The elderly gentlemen hardly ever do. £25 a head, or 10,000 lines if you left your wallet at home.

FLANAGAN'S BISTRO

27 Jamaica Wharf EC1

It's hard to say whether Flanagan or Demetriou is the nastiest restaurateur in London; certainly they have been fighting for the title tooth, claw and ladle for the last fifteen years. So far, Demetriou is rudest, but Flanagan is less predictable and his behaviour is more gross. His restaurant, however, is excellent: large, crowded and noisy (even when the live pianist takes a break) it has a menu to satisfy all tastes. If you feel a pain in the ankles while dining, don't worry: Flanagan, after a few magnums of champagne, likes to crawl around the floor and bite the clientele. £60 for two.

I
16 Baron Steps, EC4
The names of London's Oriental restaurants have been getting shorter and shorter; *I* must be the shortest of all. The proprietor/chef says it means (roughly translated) "May the fragrant dragonfly alight upon the electric shadows of your golden dreams." Be that as it may, the food is exquisite, with a special *sushi* featuring wafer-thin slices of raw Korean water-snake, marinated for three days in beetle vinegar, as the house speciality. The *Teppanyaki* is superb, too. Drink *sake* with your meal, although the Japanese bankers drink huge quanitities of whisky or Coca-Cola (which, in Chinese, apparently means "Bite the wax tadpole"). Not cheap; allow £55-65 for two with *sake*; cheaper if you bite the wax tadpole; more if you drink "Scottish Wine".

LA POCHE DU JARDINIER
77 Ormskirk Square EC2
The only restaurant in what is otherwise a gastronomic desert in a square entirely occupied by seemingly-insolvent manufacturers of surgical corsets, cork-importers, pearl-re-stringers and budgerigar accessories, the *Jardiniere* nevertheless manages a thriving lunchtime business by attracting bibulous ne'er-do-wells from the French Munitions Agency around the corner. These gentlemen, with their bulging pockets, can be seen snarfing up the *Tripes a la Mode du Caen* and the *Raie au Beurre Noir* with evident enjoyment, and we have to agree that the food is rather good. The service, on the other hand, is appalling, the proprietor a psychopath, and the chef apparently would rather be a rock singer, to judge from the noises issuing from the kitchen. Worth a visit, though, at £30 for two.

LE MONACO
22 London Road EC1
A classic French restaurant which, years ago, enjoyed a rather shady reputation on account of its private rooms (which, alas, no longer exist). The extravagantly Gallic *maitre d'hotel* could be seen either as a liability of the restaurant's greatest asset, but he certainly knows how to make his loyal customers feel both special and comfortable, a rare art these days. The atmosphere is intimate and romantic rather than strictly businesslike, but Le Monaco nevertheless attracts its fair share of successful stockbrokers and financial types. Food is reliable if unimaginative, but Le Monaco has a splendid butcher who cuts meat in the French style, so the dishes like Chateaubriand are authentic, as well as huge - a vegetarian's nightmare, in fact. Allow around £40 for two, with wine from the excellent and reasonably-priced cellars.

McGILLICUDDIE'S
232 Chimney Court, EC3
McGillicuddie's is run by a Glaswegian ex-wrestler who still gives the impression that he could deal with any trouble-makers. Not that there are any in this functional, sawdust-and-scrubbed-oak restaurant specialising in Scottish traditional food. The menu is extensive but beware of the small, ginger-haired waiter, who is inclined to explain in detail the composition of the food. Few people could happily eat a Haggis knowing what it was, though if you retain your innocence, it's delicious, especially washed down with a ball or two of Monster's Choice, the famous Inverness whisky. McGillicuddie's is the only restaurant we know which does High Tea, a vast and ruminative feast lasting from 4:00 pm until bedtime. Around £25 for two.

MANNY'S DINER
18 Venice Lane EC3
Manny's is a London institution, a kosher restaurant with the best salt beef in town. The pastrami is incredible, the *gefilte* fish just like mother used to try to make but couldn't, and the *latkes* need a health warning, they're so addictive. No drinks licence, so bring your own. Manny's operates an interesting system: the waiters buy the food from the kitchen and resell it to you, taking the profit themselves. So? So negotiate. What have you got to lose? Would we lie? Around £20 for two. A bargain. You should live so long.

DIARY

April

Thursday 7th

Lunch Seyton? (check Scott Env. Notation)

Friday 8th

Theatre with Jenny

Saturday 9th

Now Laura — again...

Sunday 10th

Swimming?

April

DIARY

Monday 11th D.R. @ Head Office a.m
— SEE MAP

11.20 – 11.30 @ Peter (IMPORTANT – he's out the rest of day)

Lunch Jenny? (Celebrate ...?!)

8.15 – June here

Tuesday 12th

Suit from cleaners

P.M. Accountant (tax returns)

EVE: ~~MOW LAWN~~ DINNER WITH STEVEN. (Skyline) ~~DEFINITELY!~~

Wednesday 13th * Buy "Punch" *

Check Morgan deposit O.K.

2.20 — Dentist

EVE: MOW LAWN

DIARY

April

Thursday 14th

D Jameson re. his account.

* Car — choose radio etc.

2lb lamb's liver, tot. Masala. Fertilizer.

CHECK RTZ QUOTE.

Friday 15th

Suit to cleaners. (4 ARTICHOKES)

Lunch Charlie — Manny's.

Buy wine for this p.m.

Alan + Julia — dinner

Saturday 16th

✓£37.20

Collect lawnmower p.m. Simpsons

Giggles Club — lunch with Frank?

~~MOWLAWN~~

Sunday 17th

~~MOWLAWN~~ Swimming @ Dennis + Ruth - new pool!

Vole + Pea, 8.15, Jim ??? (425)

NOTES

NOTES

ADDRESS

Name David Rogers
Address c/o Rogers H.Q.
☎ 221 7175

Name HUGHES, Bill
Address (Rogers' lawyer)
☎ 307 1355

Name Zoo Club
Address 171 Marylebone Lane
☎ 735 2415

Name Rod Seyton
Address Scott Electronics
☎ 736 5877

Name Charlie Stanmore
Address
☎ 3866 3115

Name Magnetic Scrolls (software)
Address 1 Chapel Court, London SE1
☎ 7 403 4325

Name Loamshire Building Soc.
Address (A/c 2122131017601.1.B)
☎ 243 1585

Name Tokyo Office
Address
☎ (27.21) 90.11.96

ADDRESS

Name Peter Alexandrovitch
Address
☎ 0032211538 6

Name 12. N-Jus (Accountant)
Address
☎ 402 7 187

Name Steven van Stratten
Address (Home)
☎ 581 2203

Name
Address
☎

Name
Address
☎

Name
Address
☎

Name
Address
☎

Name
Address
☎

ADVENTURES

MEMO

* CHECK THIS OUT — LOOKS LIKE A WINNER *

Something called "Official Secrets" is running some kind of special club for adventure game players.

They're keeping things pretty secret, but I gather if you send a stamped addressed envelope to

OFFICIAL SECRETS
P.O. BOX 847
SAWBRIDEWORTH
HERTS CM21 9PH
ENGLAND

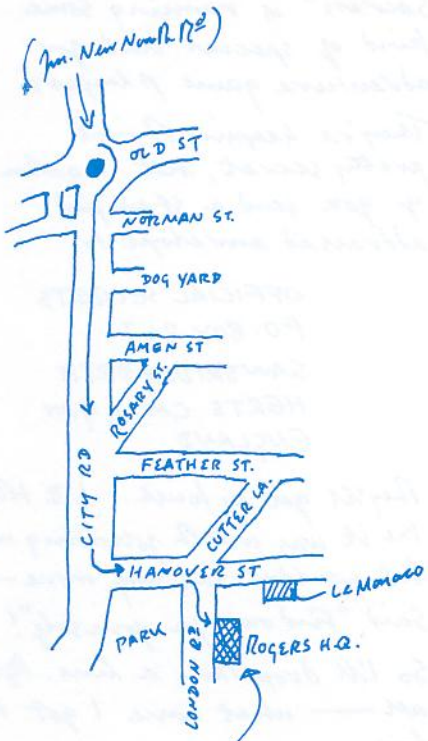
They'll get in touch. J.B. told me it was worth following up but wouldn't say any more — said "Find out for yourself"! So I'll drop them a line. After all — what have I got to lose.

N.B. Remember to mark my computer type in the corner of the envelope...

MEMO

Rogers H.Q.

A41 – over M1 to Mill Hill junction. Then A1 → Holloway Rd → Highbury Corner. Follow Canonbury Rd → New North Rd → Old Street Roundabout. Straight across into City Rd, then:—



Underground car park @ back.

Personal Information

If found, please return to:-
Name D. Rogers
Address 27 The Lane, New Richmansworth, Herts
Telephone No. 0706 193275
Passport No. M127691 Expires 10/89
National Insurance No. ?
Company Name Rogers & Co.
Address
Telephone Telex

Doctor Dr. Fishwick Telephone 2129
National Health No. MRTE 1016
Blood Group O Rh+ Allergies etc. None

In case of accident please notify:
Name Mrs. Rogers
Address (As above)
Telephone

Bank Nat. Mid. Sort Code 11-06-27
Address 331 High Road, Selwedge, Herts.
Telephone (201) 10164
Current A/c 11226003 Deposit A/c —
Card numbers Amex 224 110389 24
Visa 60601 3728 143617

Registration no. ULM 19X Key no. 1312H
Driving Licence ROGER 110616 151305
AA/RAC Membership 1610328A
Insurance company Royal & General
Policy Number A/113.0716/Q Renewal 21/11/88
Home Insurance Company R+G
Policy Number H/2616.39/A Renewal 19/9/88

STANDING ORDERS

Date	Payee	Amount
11th	Loamshire Building Soc.	£437.22
19th	Budget A/c	£150
"	American Express	(D.D.)
1st Jan.	Diners Club	£250

BIRTHDAYS & ANNIVERSARIES

Name	Date	Year
Wedding anniversary	11/9	1976
* DON'T FORGET AGAIN		
THIS YEAR !! *		

CLOTHING SIZES

Shoes 9½ Collar 16 Hat 7¾

) = 8½ USA

EXPENSES

April

1 (B)	Taxi	4	40
1 (B)	Magazines	3	20
2 (B)	Lunch — Martin	35	42
2 (B)	Taxi — Heathrow	28	00
" (B)	" — Geneva	12	50
" (B)	Dinner — Schneider	77	80
4 (B)	Taxis	40	22
5	2 shirts	36	—
6 (B)	Drinks for D. Rogers + Sally	5	25
7	Food + wine	12	12
8 (B)	Lunch Arabia	22	30
"	Wine	18	60
9	Lawnmower repair	37	20
"	Lunch with Frank	14	35
10	Vale + Pea — Tim (drinks)	6	80
"	Taxi	2	10

EXPENSES

Day Planner

DATE: 11 April

9 Rogers HQ, London NW (see maps)

10 } MEETING — D.R.'s office

11 }

11.20 — PHONE PETER (MUST CATCH HIM BETWEEN MEETINGS)

12 RING JENNY — CONFIRM LUNCH

1

2 Lunch Jenny, Le Monaco? (BOOK TABLE) ✓

3 Ring Wall St. office — gold price?

4 Ring DVLC re. car registration
Call M.P. about car clampers

5

6 Call Tokyo office re. Mitsubishi

7 eve: June @ home — buy sherry!

OK	TASK DESCRIPTION
✓	Review Standard + Poors for 03–04
✓	Spreadsheet program — evaluate
	Lenny's court hearing — ?

Day Planner

DATE

9	
10	
11	
12	
1	
2	
3	
4	
5	
6	
7	

OK	TASK DESCRIPTION

MAGNETIC SCROLLS LTD
OFFER OF REGISTRATION

To: Magnetic Scrolls Ltd
1 Chapel Court
London SE1 1HH

Please register me on your corporate InfoBase as a discerning, fast-track software connoisseur! Here are my details:

Name.....
Address.....
.....
.....

Age group: 0-12❑ 12-15❑ 15-21❑ 21-30❑ 30+❑

Computer type.....
I rate *Corruption*..... (out of 10 maximum)
Other Magnetic Scrolls games I own.....
.....

I found the hints: Too hard❑ Just right❑ Too easy❑
Other comments.....
.....
.....
.....
.....
.....
.....

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